6 Drag one of the outputs on the right pane to the dashed frame in screen editing area to complete the output screen settings.
- Click or tap ⌄ or ⌃ to turn pages.
- 1 : The output is not added to the screen.
  1 : The output is already added to the screen and cannot be added to other screens.
- Only the outputs that have the same resolution and frame rate can be configured on the same screen.
  After the output mosaic is completed, the basic information and color parameters of the screen can be viewed in **General** and **Color.**

Adding Layers

Step 1 Choose **Programming > Layer** to enter the **Layer** page.

Step 2 Select a screen on the top of the page.
Press a button (indicator: on) in **SCREEN** area on the front panel of the U3 to select a screen.

Step 3 Click or tap **Input** on the right pane and drag an input to PVW area to add a layer.
Press a button (indicator: off) in **LAYER** area on the front panel of the U3 to add a layer.
Click or tap 080 below PVW to quickly create layers from template.

Step 4 Click or tap **Layer** on the primary screen or press a lit button in **LAYER** area to select the layer, and then set the layer properties on the secondary screen.

Step 5 Click or tap **CUT** or **TAKE**, or press **CUT** or **TAKE** button on the front panel, or push T-Bar to send the edited layer to PGM.

Adding BKGs / LOGOs

Step 1 Store the BKG and LOGO image files to a USB drive.

Step 2 Insert the USB drive into the USB port of the U3.

Step 3 Choose **Prog**ramming > **Gallery** on the primary screen to enter the **Gallery** page.

Step 4 Click or tap **BKG** or **LOGO** to enter the **BKG** or **LOGO** page.

Step 5 Click or tap **Add Image** and select the desired BKG or LOGO image from the window appears.

Step 6 Click or tap **Open** to add the BKG or LOGO image.

Note:
- LOGO is always at the top. You cannot adjust its size, but you can adjust its position in **Layout** on the secondary screen by directly dragging the LOGO.
- BKG is always at the bottom and in full screen display. You cannot adjust its size and position.

Changing Input Sources

Step 1 Choose **Programming > Layer** to enter the **Layer** page.

Step 2 Click or tap **Input** on the right pane and drag an input to the layer of which you want to change the input source.
Select a screen on the top of the page.

Step 3 Press a button (indicator: on) in **SCREEN** area on the front panel of the U3 to select a screen.
Press a button in **SCREEN** area to select a screen. Press a button in **LAYER** area to select the layer, and then press a button in **INPUT** area to change the input source of the select layer.

Saving Presets

Step 1 Choose **Programming > Layer** on the primary screen to enter the **Layer** page to add the layer and complete the layer settings. Click or tap **Preset** at the bottom right on the secondary screen to enter the preset saving page.

Step 2 Click or tap a preset name to select the preset on the secondary screen.

Step 3 Click or tap **Save PVW** or **Save PGM**. The system will save all the layer configurations in PVW or PGM to the selected preset.

Loading Presets

Step 1 Click or tap **Preset** to enter the **Preset** page.

No.	Description
Primary screen	• Highlighted: Saved preset • Gray: Unsaved presets that cannot be loaded
Secondary Screen	PVW and PGM preview area

Step 2 Click or tap a saved preset on the primary screen, and then the secondary screen will display the layer layout and screen information of the selected preset.

Step 3 Click or tap **TAKE** or **CUT** to send the layers from PVW to PGM.

PIXELHUE

U3
Event Controller
Quick Start Guide

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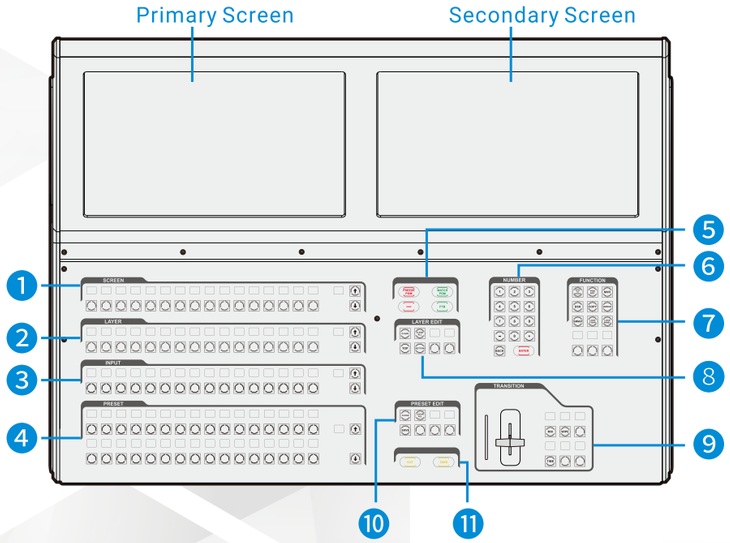


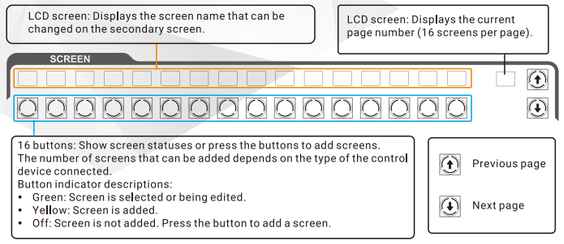
Primary Screen

Displays Triton user interface, allowing you to add devices and configure screens, inputs and outputs, BKG/LOGO gallery, layers, presets and MVR monitoring.

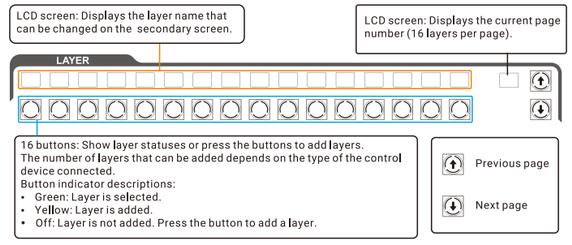
Secondary Screen

Displays related properties, allowing you to set the properties or view the MVR information.

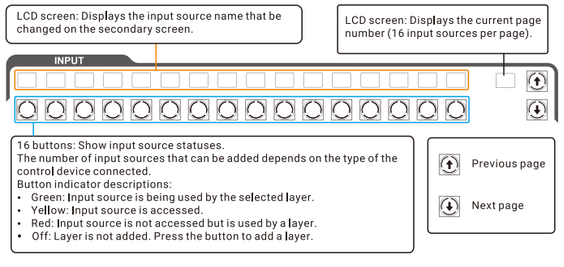
1 Screen



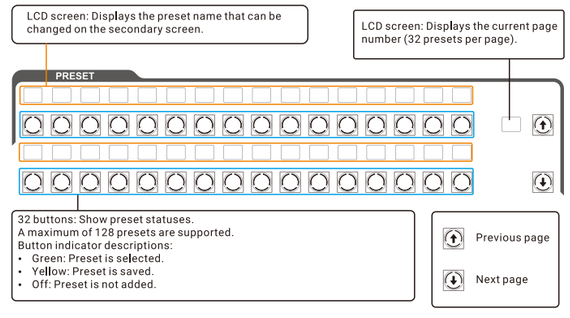
2 Layer



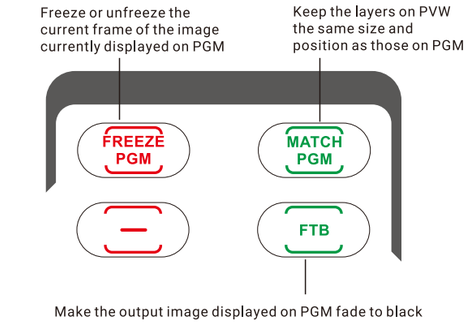
3 Input



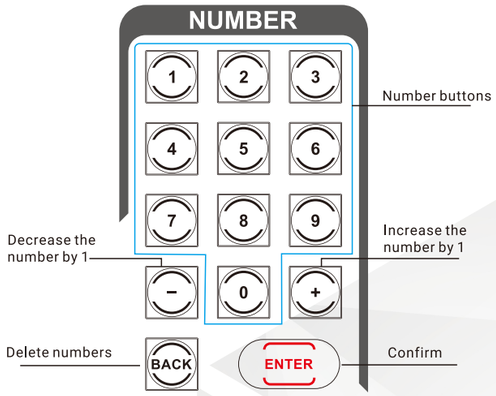
4 Preset



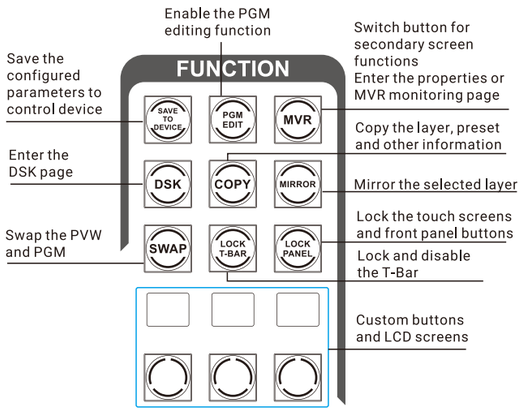
5 Freeze PGM / Match PGM / FTB



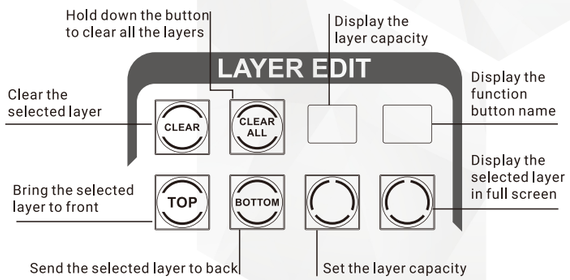
6 Number



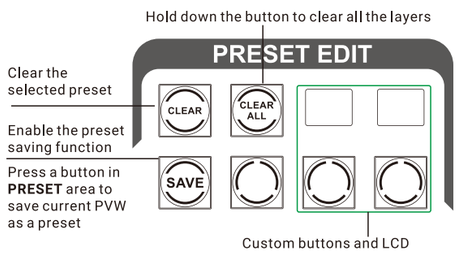
7 Function



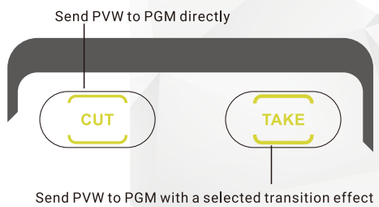
8 Layer Edit



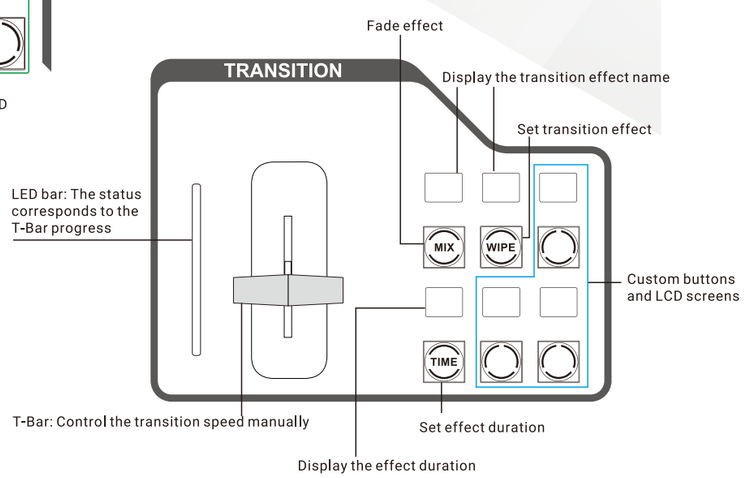
9 Preset Edit



10 CUT&TAKE

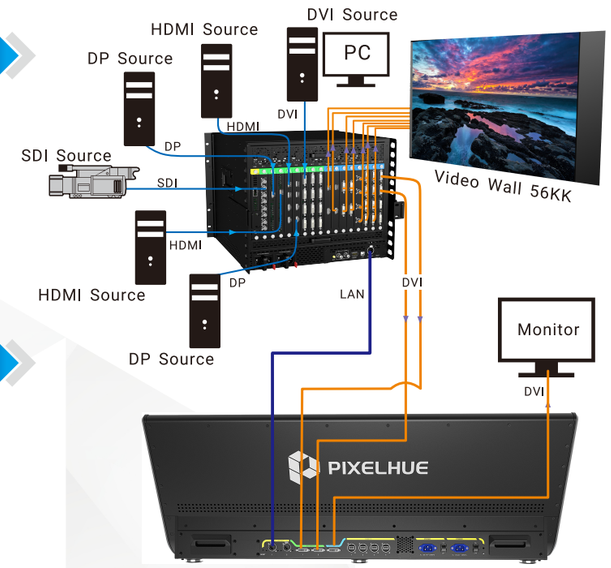


11 Transition



Hardware Connection

The hardware connections are shown in the below figure. Here the Neptunus F8 is connected to the U3.



1 F8 Input and output connections

- Connect all input sources to the F8 input connectors using video cables.
- Connect all output connectors to the video wall or input connectors of the sending devices using cables.

2 Connections between F8 and U3

- Connect the F8 control connector (Ethernet port) to either of the connectors in ETHERNET area on the rear panel of the U3 using an RJ45 cable.
- Connect the connectors 1&2 of OUT8 input card of the F8 to DVI INPUT 1&2 on the rear panel of the U3 using DVI cables. Please pay attention to the corresponding relations (connector 1 - DVI INPUT1, connector 2 - DVI INPUT 2).

3 U3 Connections

- (Optional) Connector a monitor to DVI OUTPUT on the rear panel of the U3 for displaying MVR information.
- −(Optional) Connect the mouse and keyboard to the USB ports for operations on the U3.
- Connect two power supplies (main and backup) to the U3. Connect one end of the power cord to the power connector of the U3, and connect the other end to the power supply.
  U3 power requirement: AC 100–240V 50/60Hz

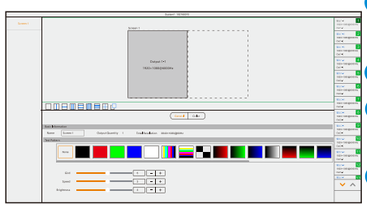
4 Power on/off of U3

- Press **ON** of the rocker switch to power on the U3.
- Press **OFF** of the rocker switch to power off the U3.

Adding Devices

1. Choose **Programming > Device** on the primary screen to enter the **Device** page.
2. Click or tap ➕ at the top left to enter the **Add Device** page.
   The system will automatically search for all the online devices on the current network segment, and display the device names, types, IP addresses and statuses. IP address is the unique numeric identifier for a device on a network.
3. Select the devices you want to add.
4. Click or tap **OK** to add the devices.

Adding Screens



1. Choose **Programming > Screen** on the primary screen to enter the **Screen** page.
2. Click or tap **+** at the bottom of the page to add a screen. A dashed frame will appear in the screen editing area. Press a button (indicator: off) in **SCREEN** area on the U3 front panel to add a screen.
3. Click or tap the name of the newly-added screen on the secondary screen.
4. Click or tap one of the output mosaic icons to select one.
   The system supports multiple output mosaic modes, including "1×1, "1×2", "2×1", "1×3", "3×1", "1×4", "4×1", "2×2", and custom mosaic modes.
5. Drag one of the outputs on the right pane to the dashed frame in screen editing area to complete the output screen settings.

Note: To customize the output mosaic, click or tap the icon on the displayed dialog box, and then enter the numbers of rows and columns. The system will automatically generate and display the desired mosaic layout. Then, click or tap **OK** to complete output mosaic settings.